

Old School Adventures™ Accessory GM2a

BASIC PSIONICS GM PACK



For use with Classic Edition game systems.



NEW BIG DRAGON
GAMES UNLIMITED

7002a

MODIFIERS BY ATTACK/DEFENSE MODE

		ATTACK MODE				
	DEFENSE MODE	telepathic/ area attack	telepathic/ ind. attack	telepathic/ ind. attack	telekinetic/ area attack	telekinetic/ ind. attack
		Id Insin. (4)	Ego Whip (3)	Mind Thrust (3)	Psionic Blast (5)	Psychic Crush (5)
individual/telepathic: +2 save bonus vs. telepathic attacks; halves effects of area attacks	Mind Blank (0)	+2 half	+2 normal	+2 normal	+0 half	+0 normal
individual/telepathic: +1 save bonus vs. all attacks; halves any telepathic effects	Thought Shield (2)	+1 half	+1 half	+1 half	+1 normal	+1 normal
individual/telepathic: +3 save bonus vs. area attacks; halves any telekinetic damage	Mental Barrier (2)	+3 normal	+0 normal	+0 normal	+3 half	+0 half
area defense (10' radius): halves effects of all attack modes (telepathic or telekinetic)	Intellect Fortress (4)	+0 half	+0 half	+0 half	+0 half	+0 half
area defense (5' radius): +3 save bonus vs. all attack modes (telepathic or telekinetic)	Tower of Iron Will (5)	+3 normal	+3 normal	+3 normal	+3 normal	+3 normal

PSP loss (or hp loss resulting from depleted PSPs) to psionic combatants is never modified, regardless of the defense mode being used.

PSP COSTS FOR DISCIPLINES BY CHAKRA/TYPE

Chakra/Ability Type	PSP Cost	
	Major Science	Minor Devotion
1. Root/Psychometabolic	3	1
2. Sacral/Clairement	3	1
3. Plexus/Psychokinetic	3	1
4. Heart/Telepathic	3	1
5. Throat/Psychoportative	3	1
6. Third Eye/Metapsionic	5	2

Total PSP cost for psionic abilities used concurrently may not exceed character's psionic level plus 3;
PSP costs for defense modes do not count against this total.

Only 1 ability that requires "concentration" may be used during a single round, including attack modes.

BONUSES/PENALTIES DUE TO ABILITIES

INT	Description	Defensive Adjustments
0	not ratable	immune to psionic attack modes
1	non-	immune to psionic attack modes
2	animal	immune to psionic attack modes
3	semi-	-3 on psionic-based saving throws
4-5	low	-2 on psionic-based saving throws
6-8	below average	-1 on psionic-based saving throws
9-12	average	—
13-15	very/highly	+1 on psionic-based saving throws
16-17	exceptional	+2 on psionic-based saving throws
18	genius	+3 on psionic-based saving throws
WIS	Offensive Adjustments	
13-15	+1 on psionic combat damage rolls	
16-17	+2 on psionic combat damage rolls	
18	+3 on psionic combat damage rolls	

MYSTIC SAVING THROWS

Level	Poison/ Death	Petrify/ Paralyze	Breath Attacks	Magic Wands	Rods/ Spells
1-4	10	11	15	14	15
5-8	8	9	13	12	12
9-12	6	7	11	10	9
13-16	4	5	9	8	7
17-20	2	3	7	6	5

MONK SAVING THROWS

Level	Poison/ Death	Petrify/ Paralyze	Breath Attacks	Magic Wands	Rods/ Spells
1-4	11	12	14	13	16
5-8	9	10	12	11	14
9-12	7	8	10	9	12
13-16	5	6	8	7	10

ADDITIONAL PSIONIC SAVING THROW ADJUSTMENTS

wearing helm of telepathy	+4
enraged/fearful/panicked	-1
confused/hopeless	-2
charmed/dominated	-3
using ESP device	-4
feeble-minded	-5

PSIONIC SAVING THROW ADJUSTMENTS BY RACE*

Dwarf	+4
Elf	+2
Gnome	+2
Halfling	+4
Half-elf	+1
Half-orc	-1
Human	±0

* Not be used in editions where race is class.

Psionic saving throw = save vs. petrify/paralyze modified by INT.

SPELL EFFECTS VS. PSIONICS

Anti-Magic Shell. No effect against psionics.

Detect Charm. Detects telepathic control (e.g., *domination*).

Detect Invisibility. Detects psionic invisibility, astral travelers, ethereal creatures, and those in shadow form. Does not work on creatures in other dimensions.

Detect Magic. Does not detect psionics.

Dispel Magic. Does not affect psionics.

ESP. Psionics get a saving throw vs. spells at +2. A successful save negates the spell.

Free Action (e.g., *ring of free action*). Overcomes all psionic effects over the character's body, including *domination*.

Globe of Invulnerability (including *Lesser/Minor Globe of Invulnerability*). No effect against psionics.

Phantasms. Any psionicist using a psionic power against a phantasm gets an automatic saving throw vs. spells to disbelieve the phantasm.

Magic Jar. psionicists get a +2 bonus to their saving throw to avoid possession.

Magic Missile. No effect inside a stasis field.

Mind Blank. Psionicists get a saving throw vs. spells against this ability. A successful save allows the psionicist to ignore the spell's effects.

Protection from Evil. Reduces the effects of all telepathic disciplines by 2 psionic levels. Additionally prevents all mental control (including *domination*).

Protection from Evil 10' Radius. Reduces the effects of all telepathic disciplines by 2 psionic levels. Additionally prevents all mental control (including *domination*).

Reincarnation. Unless character is reincarnated as mystic or monk, all psionic abilities are lost. Monks may only retain those psionic abilities normally allowed that class. Those characters that had wild psionics before their reincarnation must re-roll to determine if they possess wild psionics in their new incarnation; if they do, they may choose keep their psionic abilities or start over with a new psionic ability (and starting PSPs).

Spell Immunity. Provides no protection against psionics.

Telekinesis. If opposed by psychokinetic *telekinesis*, the psionicist gets an additional saving throw to avoid the spell's effects.

Trap the Soul. A psionicist trapped using this spell may not use any of his or her psionic abilities. (The body and soul are radically altered in order to trap them magically, denying the psionicist access to the physical energy needed to fuel psionic powers.)

Psionicist Saves vs. Enchantment/Charm (Optional).

Psionicists get a +2 bonus when making any saving throws vs. spells of enchantment/charm.

Stacking Magical and Psionic Effects (Optional). Powers that provide bonuses or penalties on attack rolls, damage rolls, saving throws, etc., but which come from different powers (i.e., from psionics and from magic) do not stack. Use whichever bonus gives the better result.

POWER STONES

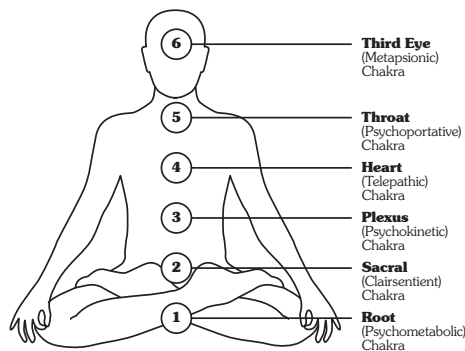
psionic level	time required to address the stone
1-2	6 rounds
3-4	5 rounds
5-6	4 rounds
7-8	3 rounds
9-10	2 rounds
11+	1 round

MONSTER NOTES

Undead. Undead are immune to mind-affecting and mind-reading effects of a psionic nature (incl. disciplines and attack modes). Undead with free will may otherwise make a psionic saving throw when allowed, undead without free will may not.

Creatures Whose Abilities Extend into the Astral and Ethereal Planes: basilisk, catoblepas, coccatrice, gorgon, medusa

STRICT CHAKRA ATTAINMENT



SPELLS DUPLICATING PSIONIC ABILITIES

Draws attention of creatures using *psionic sense*:

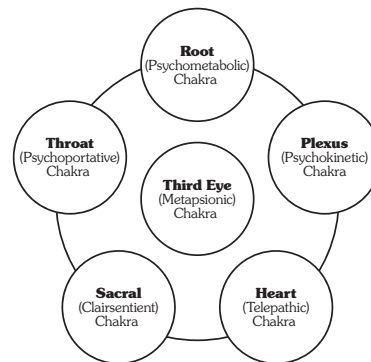
<i>astral projection</i>	<i>healing</i>
<i>blink</i>	<i>heat metal</i>
<i>charm (any)</i>	<i>hypnotism</i>
<i>clairaudience</i>	<i>invisibility (any)</i>
<i>clairvoyance</i>	<i>levitation</i>
<i>curing (any)</i>	<i>plane shift</i>
<i>detection (any)</i>	<i>polymorph (any)</i>
<i>dimension door</i>	<i>remove curse</i>
<i>enlarge</i>	<i>shape change</i>
<i>ESP</i>	<i>telepathy</i>
<i>feather fall</i>	<i>telekinesis</i>
<i>feign death</i>	<i>teleportation</i>

PSIONIC COMBAT SEQUENCE

- Characters declare spellcasting and psionic use.
- Psionic defense modes go into effect.
- Each side rolls for initiative.
- The side with initiative acts (or both sides act simultaneously if the initiative rolls tie):
 - Morale checks (if necessary)
 - Movement
 - Psionic attacks and disciplines*
 - Missile fire
 - Magic spells*
 - Melee (hand-to-hand) combat

* If a psionicist or caster loses initiative and takes damage or fails a saving throw, the spell, attack mode or discipline is interrupted and lost (including associated PSP costs).

RELATIONAL CHAKRA ATTAINMENT



PSIONIC CONVERSION FROM EARLY EDITIONS/RESOURCES

Psionic Ability	Suggested Psionic Level	Suggested PSPs
1-15	1	5
16-30	2	10
31-50	3	15
51-75	4	20
76-100	5	25
101-125	6	30
126-150	7	35
151-175	8	40
176-200	9	45
201-250	10	50
251-300	11	55
301-350	12	60
351-400	13	65
401-450	14	70
451-500	15	75
+50	+1	+5

Mystic Character Record Sheet

BXΨ

Player's Name _____

Character's Name _____

Level _____ **Alignment** _____



Armor Class



Hit Points
(HD=d4)



Psionic Strength Points

"TO HIT" ROLL NEEDED VS. AC:

9	8	7	6	5	4	3	2	1	0

ABILITIES *Prime Requisite

	STRENGTH adjustment _____
min:9	INTELLIGENCE* adjustment _____
min:9	WISDOM* adjustment _____
	DEXTERITY adjustment _____
	CONSTITUTION adjustment _____
	CHARISMA adjustment _____

SAVING THROWS

	POISON/DEATH
	PETRIFY/PARALYZE/PSIONICS
	BREATH ATTACKS
	MAGIC WANDS
	SPELLS/STAVES/RODS

PSIONICS



Maximum
PSPs



Major
Sciences



Minor
Devotions



Attack
Modes



Defense
Modes

Attainment:

- ☐ Strict
☐ Relational
☐ Wild

Chakras Known:

- ☐ Psychometabolic
☐ Clairsentient
☐ Psychokinetic
☐ Telepathic
☐ Psychoportational
☐ Metapsionic

NORMAL ITEMS

no armor, no shields, no weapons except dagger
limited to that which is necessary for current adventure

MAGIC/PSIONIC ITEMS

limited to psionic items, astras, and magic items
usable by fighter (within mystic class restrictions)
regarding magic items: mystic may not possess
magic items, only "borrow" them when needed;
2 additional turns of meditation per day required
per magic item worn during the previous day

MONEY & TREASURE

limited to that which is necessary for survival

OTHER NOTES

EXPERIENCE

☐ +5% ☐ +10%

Current XP: _____

INT 13+ or WIS 13+ = +5% to earned XP
INT 13+ and WIS 16+ = +10% to earned XP

Needed for next level: _____

Monk Character Record Sheet

BXΨ

Player's Name _____

Character's Name _____

Level _____ **Alignment** _____



Armor Class

Base AC from
Body Weaponry



Hit Points
(HD=d6)



**Psionic
Strength Points**

Bare-handed Melee Damage: _____

"TO HIT" ROLL NEEDED VS. AC: Attack Equivalency: _____

9	8	7	6	5	4	3	2	1	0	

ABILITIES *Prime Requisite

☐	STRENGTH adjustment _____
☐	INTELLIGENCE adjustment _____
min:9	WISDOM* adjustment _____
min:9	DEXTERITY* adjustment _____
☐	CONSTITUTION adjustment _____
☐	CHARISMA adjustment _____

SAVING THROWS

☐	POISON/ DEATH
☐	PETRIFY/ PARALYZE/ PSIONICS
☐	BREATH ATTACKS
☐	MAGIC WANDS
☐	SPELLS/ STAVES/RODS

SPECIAL SKILLS & ABILITIES

rejuvenation: regains double the amount of hp for
each full of day of rest and meditation

PSYCHOMETABOLIC PSIONICS

☐ Maximum PSPs	☐ Major Sciences	☐ Minor Devotions
--	--	---

NORMAL ITEMS

no armor, no shields

MAGIC/PSIONIC ITEMS

no magic items that provide attack or damage bonuses

MONEY & TREASURE

all material goods acquired (including money, treasure,
and magic items) are the property of the monk's
monastery; if the monastery requests an item, the
monk must comply

OTHER NOTES

EXPERIENCE

☐ +5% ☐ +10%

Current XP: _____

STR 13+ *and* DEX 13+ = +5% to earned XP
STR 13+ *and* DEX 16+ = +10% to earned XP

Needed for next level: _____

Psionic Character Record Sheet

BXΨ

Player's Name _____

Character's Name _____

Class _____

Level _____

Alignment _____



Armor Class



Hit Points



Psionic Strength Points

"TO HIT" ROLL NEEDED VS. AC:

9	8	7	6	5	4	3	2	1	0

ABILITIES

☐	STRENGTH adjustment _____
☐	INTELLIGENCE adjustment _____
☐	WISDOM adjustment _____
☐	DEXTERITY adjustment _____
☐	CONSTITUTION adjustment _____
☐	CHARISMA adjustment _____

SAVING THROWS

☐	POISON/ DEATH
☐	PETRIFY/ PARALYZE/ PSIONICS
☐	BREATH ATTACKS
☐	MAGIC WANDS
☐	SPELLS/ STAVES/RODS

NORMAL ITEMS

MAGIC/PSIONIC ITEMS

MONEY & TREASURE

OTHER NOTES

SPECIAL SKILLS & ABILITIES

EXPERIENCE

☐ +5% ☐ +10%

Current XP: _____

XP Bonus Requirements:

Needed for next level: _____

Disciplines Record Sheet

CHAKRA/CORE: _____

Major Science PSP Cost: _____ Minor Devotion PSP Cost: _____

Major Sciences	Range	Duration	Area	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Minor Devotions	Range	Duration	Area	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

CHAKRA/CORE: _____

Major Science PSP Cost: _____ Minor Devotion PSP Cost: _____

Major Sciences	Range	Duration	Area	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Minor Devotions	Range	Duration	Area	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

ATTACK/DEFENSE MODES

Attack Modes	PSPs	Range	Area	Notes

Defense Modes	PSPs	Range	Area	Notes

PSIONIC CONDITIONS (E.g., cerebral parasites, lost psionic abilities, mind-altering conditions, etc.)

Condition	Notes

CHAKRA/CORE: _____

Major Science PSP Cost: _____ Minor Devotion PSP Cost: _____

Major Sciences	Range	Duration	Area	Notes

Minor Devotions	Range	Duration	Area	Notes

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